

TOP SCORE

September / October 1987

For Members of the Amusement Players Association

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Joe Kaminkow: Laser War Designer

**DATA EAST
DEBUTS WITH
LASER WAR
PINBALL**

**ROBERK BERK:
THE MAN
BEHIND THE
PINBALL EXPO**

**EXCLUSIVE
STRATEGIES
ON PIN-BOT**

**SPECIAL PINBALL
ISSUE**

TOP SCORE

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SEPTEMBER/OCTOBER 1987

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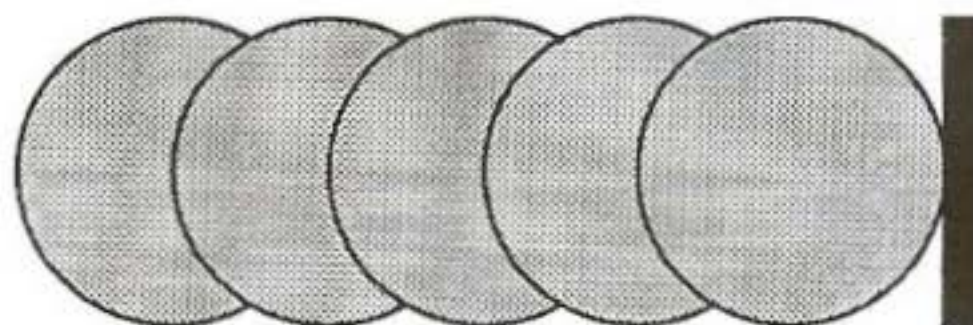
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INSERT COIN

Video Casualties

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Zing! POW! Zang! It's a war, and the battleground is at your local arcade. Yes, the pinball brigade is battling back, regaining strength against its stronger video game foes.

In the beginning, pinball reigned supreme with unfaltering control. In fact, video games did not even maintain a profile at all until technological advances were made in the seventies that enabled games to show off more color, sound, and game play. It was at this time that **Space Invaders** and **Asteroids**, supported by **Galaxian** and the nuclear bomb of the video world **Pac-Man** ripped through arcade after arcade, forcing pinball games to retreat on all fronts. Pinball suffered a string of defeats in this fashion and retreated to the seclusion of basements and back rooms.

Once established, the lines were drawn against the arcade walls, and video games filled every gap, squeezing away territory from the pin games. The battles continued into the early eighties and pinball seemed doomed. Only an occasional pin would be spared as a P.O.W.

But today we're seeing video game troops weaken in the face of a new challenge. Having become content, video games are carrying less flash and firepower than the troops that had preceded them. Pinball, meanwhile, has enjoyed a healthy resurgence, reclaiming lost territory in the arcades. The pinball machines of today come well equipped with state-of-the-art electronics and high-tech features, making them more appealing to game owners and players alike.

General **Steve Ritchie** is responsible for a large part of the recent pinball resurgence. Ritchie, leading the forces of **Williams Electronics**, has introduced a cavalry of pins that are always on the front line. Classics such as **High Speed** and the recent **F-14 Tomcat** are but a few of the high profile titles Ritchie has designed. Allied with Williams are heavys such as **Bally** and **Premier/Gottlieb**, with **Data East** most recently joining the battle with the unique and highly playable **Laser War**.

Each year, the pinball powerhouses meet in a war room of sorts in **Chicago** known as the **Pinball Expo** to discuss strategies and plan their next moves using valuable consultation from players around the world. Pinball enthusiasts and the general public are invited to pay tribute to pinball machines of the past and present, with some well-known (and not so well-known) pin games fully restored and on display! This nostalgic event is the mecca for pinball enthusiasts around the world.

The outcome of this war is certain. Pinball is here to stay! Although wounded from previous encounters, pinball has regained a strong foothold in arcades everywhere. But, as we witness a current coexistence between amusements of today and the amusements of yesterday in the arcades and on the street, you can't help but think that we've all benefitted.

It's something to think about.

Perry Rodgers

Perry Rodgers
Editor

WELCOME!

PINBALL

EXPO

Oct. 9 - 11
87

Silverball Mania Has Arrived!

Conventions are held with regularity in all major industries as a way for manufacturers and distributors of all kinds to showcase developments, familiarize clients with new products, and just plain communicate. Even though there are many state and national coin-operated amusement exhibitions around the country and throughout the year, they're all directed at game operators and arcade owners rather than the end consumer. For years the players have been the forgotten link in the video game sales pitches and fast talk at these shows. "If only there was a place," I hear you asking, "where people like myself could go to play the latest machines, talk with the designers, and pick up free information on all of my favorite games."

Don't despair! There is such an event, at least for those of you who enjoy the history, the future, and everything else that is pinball.

The annual **Pinball Expo** is the ultimate dream-come-true for any game player who favors a pair of flippers to a joystick. Held during the fall of every year in Chicago, the Pinball Expo features anything a pin fan could ask for.

Particularly important to the silverball historian (but just as entertaining

to those of us who know them as friends) is the impressive lineup of speakers assembled by Expo chairman **Robert Berk**. Previous years have seen top names in the biz like **Don Hooker** (former **Bally** bingo designer), **Paul Farris** (artwork for **Space Invaders**, **Xenon**), **Alvin Gottlieb** (**Gottlieb**), and a host of other familiar faces.

In addition to the in-depth seminars at the Pinball Expo, Berk also organizes tours of major pinball production facilities where you can see firsthand how a game comes together piece by piece until a final model is ready for shipping. During preceding conventions, the Pinball Expo has shuttled hundreds of enthusiasts through both the Premier and Williams manufacturing plants.

Another highlight of the Expo is the **Flip-Out** pinball competition, staged to locate the best players on a number of titles. **Flip-Out** gives you the opportunity to "show your stuff" and, like last year's winner **Steve Engel** win some great prizes in the process. Steve took home a brand new **Pin-Bot** for his winning combination on that machine as well as the extremely rare Gottlieb pin, **Krull**. This year, **Flip-Out** should be better than ever before, with the top finalists forming a collective group known as the **U.S. National Pinball Team** to represent the **United States** in international pinball play.

The real attraction of the Pinball Expo, however, can be found in the large exhibit hall packed full of the most recent releases as well as rare, limited edition pins you can't find anywhere else. There are dealers from around the world with vintage promotional brochures, backglass art, and actual pinball machines available for purchase. Books, T-shirts, and magazines (including **Top Score!**) are also on display for every true fan of pin games.

The whole thing is topped off with a lavish banquet and cocktail hour

where notable contributions to the pinball industry are recognized and top designers and executives are honored. It's always a memorable occasion and an insightful look back into the lives of men who have changed the way we play pinball.

The Pinball Expo is a one-of-a-kind event that's not to be missed! Whether you're a devoted player or just curious as to how the games have developed, there isn't a better place you can go. Where else can you tour major companies, compete for great prizes in tournaments and raffles, and speak face to face with the creators of mega-hits like **High Speed** and **Pinbot** (if you ask you may find yourself with a few autographs as well!)?

Make your plans to be a part of the world's only pinball showcase by visiting the **1987 Pinball Expo in October**, at the **O'Hare/Kennedy Holiday Inn in Rosemont, Illinois**. Use the handy registration form on page five of this issue or contact Expo chairman **Robert Berk** personally by writing:

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Pinball Expo '87
2671 Youngstown Road S.E.
Warren, Ohio 44484



Featured speakers talk to a packed house.



The gangs all here - top pinball designers at the '86 Expo.

INNERVIEW: Robert Berk



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"I hope people appreciate it (Pinball Expo) and benefit from each show."



Historian, collector, player. To pinball, **Robert Berk** is a leading authority in all of these areas. Born with a love of pinball in his blood, Rob Berk has become more than just your typical silverball enthusiast. He has become a denfather of sorts to hundreds of pinball fans around the world and along the way has brought us all the fun and excitement that is the **Pinball Expo**.

Berk, a 33 year-old native of **Warren, Ohio**, is the veteran organizer of two Pinball Expos. Coordinating each show from the family-owned restaurant supply business in Warren, Berk has brought dozens of pinball designers, artists, and company executives together for a weekend of nostalgia and good times, while affording the hundreds of players who attend each year with an easy forum with which to meet and talk with the masterminds behind their favorite games.

Berk's deep-rooted admiration for pinball extends past his current fancy for collecting and dates back to the times he was a child. The annual winter vacations to Florida meant a lot more than just sunshine, it also meant days in the arcades with his father, also an avid player, slapping flipper buttons and competing for high scores. Although pinball games were no where to be found in Ohio in those days (after all, those were the "we've got trouble right here in River City" days), these trips south were the beginning of a relationship that would last until the present.

Well, almost. As Rob grew, his passion for pinball subsided, taking a backseat to other interests of the day like girls and cars. It wasn't until he became a student at Ohio State that his love for the game was rekindled, and his interest was beginning to reach past the games themselves.

In this insightful look back, and candid glimpse ahead, Rob Berk shares his opinions on the game of pinball, while explaining just exactly what it takes to put a major con-

sumer exhibition like the Pinball Expo together. A special interview for readers of **Top Score**.

Top Score: Everyone knows what a pinball fanatic you are. What were some of your favorite games when you first started playing?

Rob Berk: Back in the sixties when I played pinball as a boy, I usually preferred the **Williams** and **Gottlieb** pins that boasted features like add-a-ball. In particular I'd have to say that my favorites were William's **Paddock** and **Ding-Dong**.

TS: Your enthusiasm for playing the games has been translated into a collecting hobby. How many pins or pin products do you currently own, and do you have any notable machines worth mentioning?

Berk: Currently I have over 200 pins, including supplies and backup parts. These range from early **Jenco** pins from the thirties to my most recently produced, a **Bally Phantom**. I do want to update my collection with a **Centaur**, although I'm still in search of one in good condition.

TS: On to the present. Where did the idea for an international exhibition of pinball games and workshop seminars originally come from?

Berk: At one point I was the chairman of the **Ohio Pinball Association**. The group was basically a bunch of pinball enthusiasts who got together to talk the game and kick back. It was definitely a social event when we met each month. At one of our gatherings someone mentioned how great it would be to have a national convention to meet designers of pin games as well as other fans. With that push, the ball started rolling and the seeds of the show were planted.

TS: What was the initial reception from players and the industry to the idea of a non-industry function dealing specifically with one aspect of gaming?

Berk: In the beginning people were

hesitant, since this was after all a non-industry event. Enthusiasm slowly grew, however, and, with the help of coin-operated industry veterans like **Mike Pacek** from the **Fun & Games** arcades and **Bill Kurtz**, a staff writer with **Play Meter** magazine (one of the leading industry trade publications), the show finally took form.

TS: What was the turnout during the first Pinball Expo?

Berk: Very good! Since we based the show out of Chicago, the center of the pinball industry, we had every major manufacturer in attendance. We also put together a panel of designers that combined had over 600 games to their credit. Players and others who had been corresponding through the mail and over the phone also got a chance to finally meet one another. No one was really expecting the show to be much more than a friendly get together, yet we were awestruck by the results.

TS: Were these results the basis of our decision to host a second Pinball Expo?

Berk: Of course! But one of my biggest fears was that I had to top myself and make the second show just as bit as good as the first. Others feel that the second expo was organized better than the first year, but I personally felt that number two wasn't quite as good. There weren't as many sparks as before because everyone had become such good friends.

TS: One of the favorite parts of each Pinball Expo are the seminars and the easy access you have to top people within the pin industry. How did you persuade these designers to assist and how willing were they to share their story?

Berk: Actually, a large portion of this effort is for them. There is no other outlet for them to receive the recognition they deserve, and these shows provide a great forum with which they can discuss their history and their future. I personally feel that I know these people better, which for me is another reward.



Rob Berk poses with pinball patriarchs Steve Kordek (Williams) and Norm Clark (Bally).

TS: On to the 1987 Pinball Expo. What surprises do you have planned for this year?

Berk: As you know, the dates of the convention have been moved to **October 9-11**, and we'll be at the **O'hare/Kennedy Holiday Inn** in **Rosemont, Illinois** once again. Some of the features this year include a special tournament on vintage pinball machines from the fifties, as well as a banquet toasting industry veteran **Richard Buschell**.

TS: Who are some of the speakers at this year's show?

Berk: Highlighting the seminars will be familiar names like **Dan Kramer** (former **Atari** pin designer), and **Don Murphy**, the electrical windings, coils, and transformer genius. There are also tentative plans to tour the new **Data East Pinball** facility and of course there will be an exhibit hall filled with all the latest games as well as brochures, backglass art, and pinball games for sale. **\$50.00** pays for everything (including banquet dinner) and special reduced airline rates can be obtained on United Airlines.

TS: It's obvious that these events take a lot of time and planning. That's especially evident during your banquets. How long do you spend promoting the event?

Berk: It usually takes about half of the year to make arrangements for

the show and choreograph speakers. But during this time very little money is made. The Pinball Expos are really a labor of love. I just hope people appreciate it and benefit from each show.

TS: In closing, what are your current feelings toward the state of the industry? Many are saying that pins are stronger than ever. Do you share this optimism?

Berk: I basically deal with players and other collectors. Manufacturers are always excited about the future, but you have to ask if there will only be one or two more pin producing companies or possibly more. Others, like **Data East**, are trying, but it may be too hard to enter the marketplace. We'll have to sit back and see.

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Robert Berk may be a man of many ideals, but his enthusiasm for the game of pinball and admiration of the people who design and play the games can never be questioned. As his Pinball Expos grow each year, players around the world and the industry which he benefits are finally starting to appreciate his contributions.

Robert Berk, historian, collector, player. A man who lives the past and the future through his love for pinball.

DE DATA EAST

ENTERS THE PINBALL SWEEPSTAKES

Video Game Powerhouse Unveils New Flipper

Change is often a hard thing to come by in the coin-operated amusement community. An industry built on traditional values and common business practices, game manufacturers, although pressed to develop better gaming titles, are about as likely to adopt and incorporate unproven technologies into the machines as they are to set the games on free play when they leave the factory. It's not something you hold your breath waiting for.

Within this "me-too" industry, however, there are exceptions to the norm. Witness the flood of games utilizing laser disc graphics only several years ago. Although initially receiving favorable support from players with well-known titles like **Dragon's Lair** and **M.A.C.H. 3**, subsequent forays into this field were less than spectacular. Combined with the mechanical failures inherent to the laser disc players (which were built for commercial rather than industrial use), this "next generation" of game failed to excite players and operators alike and quickly passed away.

It is possible to find manufacturers enjoying success in related markets by looking closer to today. One such company is **Data East USA**, the right arm of the **Japanese** coin-op giant

Data East. In addition to being one of the companies who can boast a laser disc hit (**Cobra Command**), Data East USA has also started to diversify into other fields of electronic entertainment that include the competitive home and computer software markets. As they have demonstrated time and again with their action-packed arcade titles, Data East software is consistently on the top of the charts.

With these and other credits to their name, Data East USA has announced plans to embark on what may be their toughest project yet; the development and operation of a major pinball production facility. Based in the capital city of the pinball world, **Chicago** (Data East's main American offices are located in **San Jose, California**), Data East has assembled a talented staff of designers with legendary names. Led by the creative genius of **Gary Stern**, the man who brought us a countless assortment of pins from his own company (remember **Stern** pinballs of not too long ago), and **Joe Kaminkow**, Data East is well on its way to becoming the fourth pinball Superpower.

A testament to the group's designing skill and engineering expertise can be found immediately following the birth of the company in late 1986. With only months until the next coin-op convention, Data East planned to develop and ready their first title for display at this show.

With the ground work of the company only partially completed and no blueprints to work from, Data East accomplished what other more established pinball manufacturers would not have even attempted. Working feverishly in preparation for the exhibition, sometimes around the clock, Data East unveiled their premier effort, **Laser War**, right on time to an enthusiastic crowd of arcade owners.

Despite the fact that it was overshadowed by initial reaction to

William's F-14 Tom Cat, **Laser War** was turning heads even though it was only 50% complete!

The version seen at the show incorporated some of the best feature of recent pins, including ramp shots, multi-ball, and special scoring incentives. Boasting an action-packed playfield loaded with targets and skill shots, **Laser War's** original theme (a laser tag scenario), interesting backglass art, and phenomenal soundtracks had fewer people questioning the games potential and more guessing availability dates. It is awesome!

After five additional months of tweaking and touch-ups the final **Laser Wars** are making their way to arcades everywhere. Among the many enhancements that have been made are an illuminated playfield, a swirling laser light on top, and other additions guaranteed to please!

"As you may know, we have delayed the release of **Laser War** for some time now," explained Data East USA sales director **Jeff Walker**, "we're doing so to insure that everything is just right before players put some real time on the machine. We are all very proud of the final product."

That pride is well deserved. The talented design team behind the product is savoring the fruits of their labor and turning towards future pins. Good luck in the future.

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Joe Kaminkow and Lou Rudolph stand by their pride and joy.



Leading distributors get their first glimpse of **Laser War**.

NEW GAME RELEASES



Bells clang! Sirens scream! There's a structure fire in the east side of town and you're needed on the scene. Better hurry, things are getting hotter by the minute!

Time's running out. The west side is ablaze. Victims are trapped, firemen need help, and buildings are engulfed in flames. Can you put out the blaze that has started in your local arcades?

Williams once again burns up the pinball world with their newest release, **FIRE!**, as they take us back to the turn of the century to extinguish structure fires and save helpless victims. Original ragtime music, cries for help and a clanging fire bell on top of the backglass will pull you to take part in this dramatic rescue scenario.

As you start each game, the backglass and playfield glow with the heat of the action to come. As you grab the plunger, a 100,000 point skill shot awaits you.

Upon completion of the skill shot, you must do some quick thinking as to where to place your first shot with the flippers, because the majority of

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control has been left up to you. **Williams** had given you a greater ability to guide your ball by completely eliminating the traditional thumper-bumper. This leaves the overall fate of each ball up to you. But don't worry, even though this bumper is dismissed, the fever pitch of a raging fire still remains.

As play progresses, watch the building in the center of the playfield. Fires will break out randomly and you must race against time to put them out by using the 3-bank targets located on either side of the board.

Be careful, though. There are still two victims to rescue. After releasing these helpless victims (via two off-center ramps), you must then send in two firemen to combat the fire. Unfortunately they will become trapped. The only way to rescue them is to send in another fireman to aid in the fight. It's after completing a center shot up a hook and ladder that all three firemen will be able to leave the burning building giving you 3-ball multi-ball. If during this multi-ball session you are able to completely extinguish the fire in the center building, you will receive a healthy 1,000,000 point bonus.

The action is hot, the music intense, and the style simply unique. **Williams** shows their stuff once again in a pin that won't let players get burned!



It all begins in a fiery pit. As you frantically attempt a one-million point shot, flames engulf you and threaten to bring your point value down to a measly 25,000. All of this excitement is yours before you even enter the Arena!

Premier's newest pin, **Arena** is sure to bring out the savage in you. This

flipper game combines the challenge of battle with the power and speed of pinball. As you guide the ball through a variety of plays, such as battling with the **Guard** or shooting for the **Strong-Hold Lok**, you increase your points as well as your fun!

But beware, because this game is definitely out to devour you! As portrayed on the vivid backglass (a combination of pinball art and photographic images - a bold concept) you must face unsightly beasts and gruesome monsters, and fight them to the death with your flipper expertise.

Some of the special features this pin has include the afore-mentioned *Pit* shot, as well as a ramp shot which when accurately made can either *Return to Flipper* or go *Back to the Plunger* for another shot at the lucrative *Pit*. Also, by expertly guiding the ball through to the **Strong-Hold Lok** and completing the **L-O-K** lane sequence you will find yourself battling three-at-once in fast multi-ball action! Knocking down the **Wall** and successfully combatting the **Guard** before the timer runs out of time lights an *Extra Ball*.

Arena is not for the timid or faint-hearted! With its flashing lights and fantastic sound, it's a game just waiting for a challenge. Are you brave enough to don your armor, grab your sword (or whip), and face the unknown in **Premier's Arena**?



On the Horizon...

Watch for **Bally's** new pin, **Heavy Metal Meltdown**, in arcades this fall; it has it will rock your socks off!

One of the best pinball games of last year was **Pin-Bot**. From the light bar on top of the back box that flashes and pulses to the action, to the great sound system and attractive playfield, Pin-Bot features a number of proven concepts in an original theme that rivals some of the best pins ever produced.

Pin-Bot sets the challenge by selecting a destination planet for the player to reach for a special (adjustable, but usually **Earth**). With this and other goals in mind, Pin-Bot boasts a playfield packed with targets and incentives. The game opens with a skill shot that introduces

20,000, or **100,000** points. Plus every ball entering the vortex multiplies the hole value up to a maximum of **10X** for million point scores! Since the plunger tension differs from machine to machine you must learn the correct pull by practicing on each ball and gauging the 100,000 point release from those results.

JET BUMPER

The jet bumpers play a very important role for point scoring. For every hit on a jet bumper, the energy value increases by **2000**; starting from a base bonus of **50,000**. To collect this

scores are doubled. Locking one ball during multi-ball play lights the ramp for solar value awards.

SOLAR RAMP

This is another necessary shot that must be learned well because making the ramp when it is not lit advances the bonus multiplier (**2X, 3X, 4X, 5X**) and increases the solar value (where you get major points) from **100,000** to **5,000,000** points, a bonus that is carried over, ball to ball, player to player, game to game until it is collected.

To get the solar value bonus, you

STRATEGY SESSION:

PIN-BOT.

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by **JIM SHIRD**

the ball into play. The next challenge is to open the robot's visor to reveal two eye eject holes for two-ball, multi-ball play and double scoring. Great features like a raising ramp, lane change, and vortex multiplier add flavor to a game with just about everything!

For the benefit of both beginners and hardened pros, **Jim Shird**, Pin-Bot tournament champ, has given us his winning strategies that will let you increase your scores and amaze your friends!

Following are Jim's tips, broken down into sections:

VORTEX

One of the most important shots to master is the beginning entry into the vortex, since each pull of the plunger presents a skill shot for **5000**,

energy you must hit a drop target on the left bank while it is flashing. This raises the ramp to reveal a target that must be met with a well placed shot before the timer runs out and returns the ramp to its former position.

CHEST PANEL

Completing the chest panel is necessary to master Pin-Bot. The easiest way is to hit the light bar that is flashing (horizontally or vertically) on the very first shot, otherwise you must complete the chest panel by filling the entire 25 square grid, by hitting either line of colored targets. Once the chest panel is filled it opens to reveal two eye eject holes for multi-ball action.

Locking the balls in the eyes starts multi-ball play. Keeping both balls in play is very important because all

have to lock one ball in during multi-ball. Doing this will light the ramp for solar value for a limited amount of time. If you get good enough, you can keep collecting solar bonuses during your multi-ball play. One thing that helps in getting extra points is to keep one ball looping around the ramp while the shooting the other ball into the eyes or at the side chest panel targets.

THREE-BANK DROP TARGETS

Although the drop targets are important for collecting the energy value, it is recommended not to shoot for them unless one of the targets is already down. If one is down and you have a clear shot at the rest of the bank, you should attempt to clear them before the timer expires and resets the targets. If you do suc-

ceed in eliminating the trio, you get 25,000 plus an advance to the next planet which is worth a succession of 20,000 points at each bonus collection. Another way to advance the planets is after the ball goes down the left flipper return lane, lighting the lower right bullseye for planet advance.

EXTRA BALLS

One of the best and easiest strategies to use when playing Pin-Bot is to actively seek extra ball awards. One way to get these comes when the ball goes down the right flipper return lane, advancing the eject hole in this progression: **25,000-50,000-75,000-Light Extra Ball**. Entering the eject hole when flashing scores the value then turns the light on so you can light the next value.

Another way to light extra ball is during multi-ball. If you complete the chest panel a second time it lights one extra ball lamp. And, to give the less experienced or unlucky players a chance, it will light an extra ball light on the last ball if the first two drained too quickly.

To collect your extra ball(s), lane

change rotates the extra ball light. It is also possible to light more than one extra ball at a time, so you can have all four lower lanes lit and build up extra balls.

THINGS TO REMEMBER

When shooting for the skill shot, try for the **100,000** drop every time because if you are able to make it ten times in a row you have racked up **5,500,000** points. But remember, the vortex multiplier resets for every new ball in play, so if you get multiple extra balls on the same round of play the vortex will keep on building.

The next thing to do is to open the visor as quickly as possible (preferably in one shot). If you don't open it on the first shot, you should use the left flipper to light the chest panel and the right flipper to shoot up the ramp and advance the solar value and bonus multiplier.

Finally, watch other players play the game and learn how the game plays because each machine can be different from location to location. This may persuade you to change some of your own strategies. The rest is up to you.

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And may all your scores be the tops!

ABOUT THE AUTHOR

Jim Shird is no stranger to pinball machines or competition. A resident hailing from **Madison, Wisconsin**, Jim took first place during the preliminary rounds of **Flip Out '86**, recording a world record score on the tournament game **Pin-Bot**. The same strategies he used to obtain his scores during the contest are presented here for your use and, hopefully, you'll find that these tips will improve your Pin-Bot scores!

LOGON: LETTER'S TO THE EDITOR

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Dear Top Score:

I would like to know the recent scores on the arcade games **Discs of Tron**, **Elevator Action**, and **Hogan's Alley**.

Thank You,
Jeff Lu
Flagstaff, AZ

Dear Jeff:

A current list of the **Amusement Players Association's International Scoreboard** is available now. Simply send a check or money order for **\$5.00** (in the U.S.) made payable to the **Amusement Players Association**

and we will rush you an updated list of all scores achieved for video games and pinballs. Also refer to the **Guinness Book of World Records** and the **Guinness Book of Sports Records** for scores achieved during tournament play.

Dear Editors:

I was looking at your Calender of Events section in the last issue of **Top Score** and I noticed that all the video game tournaments were being held in **Illinois** or somewhere out in the mid-western states and I am from **New England**. Do you think there will be any tournaments in **Boston**? I would really like to get in on the action.

Sincerely,
Andy McMullen
Londonderry, NH

Dear Andy:

Each year, the **Video Game Masters Tournament** is held at local **Bally's Aladdin's Castle** arcades. This tournament is open to the public and is held in the later part of June. Look for an **Aladdin's Castle** arcade in your area and ask the manager for more details.

Furthermore, the **Amusement Players Association** is actively pursuing setting up video game teams across the **United States**. Local competitions in your area are likely next summer so watch for more information in upcoming issues of **Top Score**.

Remember, sending letters to **Top Score** is the best way for us to talk to **YOU**. So don't forget to drop us a line now and then and tell us what's happening. Bye for now!



INTERNATIONAL SCOREBOARD

VIDEO GAMES

GAME	NAME	SCORE	DATE	PLACE
720	Ron Perelman	526,250	06/17/87	Anaheim, CA
1942	Jack Chen	11,970,360	10/17/86	Austin, TX
1943	Jeff Peters	1,542,100	08/12/87	Anaheim, CA
Alien Syndrome	Jim Jung	459,600	06/16/87	Anaheim, CA
APB	Daniel Carranza	138,150	08/20/87	El Monte, CA
Arkanoid	Joseph Feldt	1,295,420	01/18/87	Los Angeles, CA
Bubble Bobble	Clint Schuster	3,271,490	02/14/87	Rancho Cucamonga, CA
Cheyenne	Donn Nauert	319,209,350	01/27/85	Austin, TX
Choplifter	Charles Collins	2,753,153	07/28/87	Madison, WI
Contra	Greg Gibson	1,483,000	06/16/87	Anaheim, CA
Crystal Castles	Mark Alpiger	898,815	02/14/87	Louisville, KY
Double Dragon	Jeff Peters	101,920	08/14/87	Upland, CA
Enduro Racer	Jack Gale	40,973,617	05/20/87	N. Miami, Beach, FL
Ghost 'n Goblins	Richard Webb	510,500	06/27/86	Cedar Rapids, IA
Gimme a Break	Carlos Gonzales	2,303	06/28/87	San Jose, CA
Hang-On	Don Novak	40,715,030	06/27/86	Wichita, KS
Ikari Warriors	Stan Szczepanski	1,779,000	06/28/87	Torrance, CA
Ms. Pac-Man	Chris Ayra	874,330	06/27/85	Victoria, BC (Can)
Night Stocker	John Wilson	7,634,900	06/28/87	Kenosha, WI
Out Run	Daniel Carranza	46,894,110	06/28/87	Lakewood, CA
Pac-Man	Tim Balderamos	3,197,360	01/28/83	Rapid City, SD
Paperboy	John Phillip Britt	1,136,435	06/28/86	Sunnymead, CA
Pole Position	Les Lagier	67,260	06/27/84	San Jose, CA
Pole Position II (Test)	Jeff Peters	81,870	05/24/86	Rancho Cucamonga, CA
(Fuji)	Lloyd Dahling	78,900	09/19/84	Anchorage, AK
(Suzuka)	Jeff Peters	75,660	06/28/87	Lakewood, CA
(Seaside)	Jeff Peters	75,390	06/28/86	Rancho Cucamonga, CA
Renegade	Jim Gilliam	512,200	05/17/87	Riverside, CA
Rygar	Donn Nauert	2,954,940	03/02/87	Austin, TX
Space Harrier	Richard Hunter	31,077,900	06/28/86	Torrance, CA
Speed Buggy (East)	Kevin DeCesare	78,430	06/28/87	Virginia Beach, VA
(West)	Joseph Brown	116,220	06/28/87	Bronx, NY
(North)	Daniel Carranza	151,870	06/27/86	Brea, CA
(South)	Mark Foster	177,480	06/27/86	Brea, CA
(Off Road)	Gary Hancock	118,880	06/28/87	El Monte, CA
Spy Hunter	Paul Dean	9,512,590	06/28/85	Upland, CA
Star Wars	Robert Mruczek	300,007,894	01/22/84	New York, NY
Super Hang-On	Keith Faherty	31,580,320	07/25/87	Rancho Cucamonga, CA
Super Mario Bros.	Stephen Sparks	3,055,800	01/27/87	Austin, TX
Trojan	Daniel Carranza	512,600	05/07/86	Westwood, CA
Zoo Keeper	Jack Gale	20,063,920	06/28/85	Atlanta, GA

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PINBALLS

Comet	Jelly Cartagena	49,350,620	02/17/86	New York, NY
Eight Ball Deluxe	Chris Holland	8,818,400	08/14/83	Charlotte, NC
F-14 Tomcat	Jelly Cartagena	21,820,300	06/01/87	New York, NY
Genesis	Stephan Azzam	64,613,570	01/11/87	Hermosa, CA
Gold Wings	David Collins	103,511,930	08/01/87	Pasadena, CA
High Speed	Jelly Cartagena	18,564,890	01/24/87	New York, NY
Pin-Bot	James Shird	16,569,190	04/24/87	Madison, WI
Spring Break	Jelly Cartagena	72,582,650	04/09/87	New York, NY

For more information on recording a high score, send a self-addressed stamped envelope to:

P.O. Box 1558, Torrance, CA 90505

For up-to-the-minute high score information, call [714] 899-1238

YOU'LL FLIP OVER

TOP SCORE

The **Amusement Players Association** is the only organization of arcade video game, pinball, and home gaming enthusiasts anywhere. The **APA** represents the views and opinions of today's gaming public, offering members a variety of benefits that make video game and pinball play even more enjoyable.

Special Competitions Open Exclusively to APA Members...

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The **APA International Scoreboard** tracks the fifty highest scores on every video game and pinball machine ever made. This helpful service provides members of the **APA** with a clearinghouse of the latest, up-to-the-minute scores and rankings and gives you the recognition you deserve!

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